

GSAS: 128 credits required

Student Name:

RIN:

Concentration: COMPUTER SCIENCE

| Term | Course # | Course Name | cr | ci | Grade | Notes |
|--|-------------------------|--|----|----|-------|-------|
| GSAS CORE COURSES (32 credits) | | | | | | |
| | ARTS-1040 | ART FOR INTERACTIVE MEDIA | 4 | | | |
| | COGS-2520 | INTRO TO GAME DESIGN | 4 | | | |
| | COMM-4220 | CHARAC & STORY FOR GAMES | 4 | | | |
| | COGS-4320 | GAME MECHANICS (COGS-2520) | 4 | | | |
| | ARTS-4510 | EXPERIMENTAL GAME DESIGN | 4 | | | |
| | ARTS/COGS/ CSCI-4520 | GAME DEVELOPMENT I (COGS-2520 or CSCI-2300) | 4 | | | |
| | ARTS/COGS/ CSCI-4540 | GAME DEVELOPMENT II (ARTS/COGS/CSCI-4520) | 4 | | | |
| | IHSS-4xxx | GSAS RESEARCH PROJECT | 4 | | | |
| Concentration (36 credits) | | | | | | |
| | CSCI-2200 | FOUND OF CS (MATH-1010/CSCI-1100) | 4 | | | |
| | CSCI-2300 | INTRO TO ALGORITHMS (CSCI-1100/MATH-1010/CSCI-2200) | 4 | | | |
| | CSCI-2500 | COMPUTER ORG (CSCI-1200) | 4 | | | |
| | CSCI-4210 | OPERATING SYS (CSCI-2300/2500) | 4 | | | |
| | COGS-4420 | GAME AI | 4 | | | |
| | CSCI-4430 | PROGRAM LANG (CSCI-2300) | 4 | | | |
| | CSCI-2600 | PRINCIPLES OF SOFTWARE (CSCI- 1200, CSCI-2200) | 4 | | | |
| | CSCI-4530 | ADV COMPUTER GRAPHICS (CSCI-2300) OR | 4 | | | |
| | ECSE-4750 | COMPUTER GRAPHICS (CSCI-2500) | 3 | | | |
| | COGS-4550 | GAME ARCHITECTURE | 4 | | | |
| Math/Science (24 credits) | | | | | | |
| | BIOL-1010 | INTRO TO BIOLOGY | 4 | | | |
| | CSCI-1100 | COMPUTER SCIENCE I ¹ | 4 | | | |
| | CSCI-1200 | DATA STRUCTURES (CSCI-1100) | 4 | | | |
| | MATH-1010 | CALCULUS I | 4 | | | |
| | PHYS-1100 | PHYSICS I | 4 | | | |
| | | MATH OPTION ² | 4 | | | |
| HASS Core (24 credits) (Max 3 1000 level; Min 1 4000 level; 1 COMM INTENSIVE) | | | | | | |
| | COMM-1600 | HISTORY & CULTURE OF GAMES ³ | 4 | ✓ | | |
| | | HUMANITIES ELECTIVE | 4 | | | |
| | | SOCIAL SCIENCE ELECTIVE | 4 | | | |
| | | SOCIAL SCIENCE ELECTIVE | 4 | | | |
| | | HASS DEPTH ELECTIVE | 4 | | | |
| | | HASS DEPTH ELECTIVE | 4 | | | |
| Free Electives (12 credits) | | | | | | |
| | | See Footnote ⁴ | 4 | | | |
| | | | 4 | | | |
| | | | 4 | | | |

AE/BO: July 2014

Catalogs 2012-present

FOOTNOTES:

1. *Students with sufficient programming background may substitute another Computer Science course.*
2. *MATH OPTION: MATH-4030 Computability and Logic (cross-listed with PHIL-4420) OR any MATH or MATP at 2000 level or higher level (except MATH- 2800).*
3. *COMM-1600 History and Culture of Games is a GSAS course counted in the HASS Core as a Humanities course.*

Guidelines for HASS Core:

- *2 course in ARTS/COMM/IHSS/LANG/LITR/PHIL/STSH/WRIT*
 - *2 courses in COGS/ECON/IHSS/PSYC/STSS*
 - *Max 3 1000 level; Min 1 4000 level*
 - *2 course depth sequence (same department prefix, only 1 at 1000 level).*
 - *Suggestions: COMM-4240 Writing For Games I, COMM-4250 Writing for Games II, COGS-49xx Learning and Advanced Game AI, ARTS-1020 Media Studio: Imaging, ARTS-1xxx Media Studio: Video/Audio.*
4. *Free Electives (to fulfill GSAS/CSCI dual choose the following 3 courses):*
 - *MATH-1020 Calculus II*
 - *Science Option (e.g. Physics II, Chemistry, Astronomy, etc.)*
 - *Math Option (e.g. Multi-Var Calc, Diff Eq, Graph Theory, etc.)*